How to / Trackmania / User appearance / Car stickers

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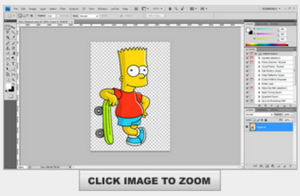
Introduction

Custom skins are not the easiest thing to do for some people, the alternative is the ingame painter. Problem with the ingame painter there isn't a lot of choice of what you can add to your car. Here we will show you how to make your own stickers to put on your car with Photoshop.
Be sure you've read about TM graphic formats, so you will easily understand any detail in this tutorial.

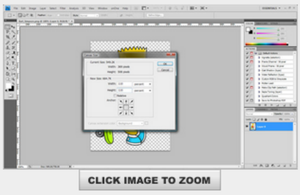
What image to use



Best source images to use are .PNG with transparency, this way half the work is done for you.

Google the image you want, save it and load it into photoshop. I Googled "Simpsons filetype:PNG" and got a nice image of Bart that I will be using.

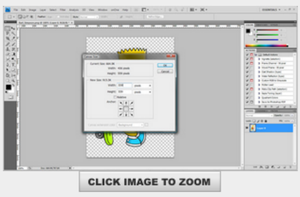
Stop your sticker bleeding colours



This next step I wont really need to do with this image but I will do it anyway so you don't run into any problems.
Sometimes if your image comes to close to the edge of your canvas when it comes to applying your sticker it will bleed colours.

To stop this go to Image/ Canvas Size. Change drop downs from pixels to percent and change both values to 110 and press ok.

Making your image square



Our image will need to be square later so it's a little easier doing it at this point. Go back to Image/ Canvas Size, leave it at pixels this time.

Looking at your highest value (here it's my height at 559) change your lowest value to match your highest value. Now I have hight and width at 559 and press ok.

Adding a background

Go to your layers and make a new layer. Depending on your image fill this layer in a colour that best shows your image. Here I'm using black. Then move this layer below your image layer.

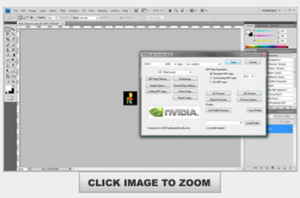
Adding an alpha channel

Holding Ctrl left mouse click on the thumbnail in layers of your image. You wil see it will just select your image.

With image still selected go to Channels/ Create New Channel. (this will make an alpha channel) Your alpha should be black now and have a dotted line of your image. Holding Ctrl press backspace.

This will fill the area white. You can now save this as **Sticker.tga**
TGA file format is required, since it stores alpha/transparency information.

Making an icon for your sticker



Go back to your layers. Right mouse click on one of the layers and flatten. Goto Image/ Image Size, change hight and width values to 64 and press ok.

Now save as **Icon.dds** using format **DXT1 no alpha**.

Placing your files into the right folder

Goto
C:\Users\[user name]\Documents\TrackMania\Painter\Stickers

If you don't have these folders create them and make a new folder for your sticker. I will make a folder called "Bart". Place your **Sticker.tga** and your **Icon.dds** into this folder.

Testing your sticker

Go ingame/ Editors/ Paint a Car, choose a car and click on Paint !

Click on Apply stickers on the car icon and locate your sticker. It will be easy to locate because of the icon you made for it. Now apply your sticker to your car and have fun

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